

DOUBLE CROSS

THE 3RD EDITION

CHARACTER SHEET

Character Name				Player Name			

Age		Gender		Zodiac		Spent XP	
Height		weight		Blood Type		Work	Cover

Breed	Syndromes			Sub-Syndrome		

Stats							
Body		Sense		Mind		Social	
Melee	Lv	Ranged	Lv	RC	Lv	Negotiation	Lv
Dodge	Lv	Perception	Lv	Will	Lv	Procure	Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv
Ride:	Lv	Art:	Lv	Knowledge:	Lv	Info:	Lv
	Lv		Lv		Lv		Lv

Life History		Max HP		Stock Points		
Origin		Body x 2	Mind	Social x 2	Procure x 2	
Experience		+	+20=	+	=	
Encounter		Savings			Initiative	
Awakening	Encroachment Rate				Sense x 2	Mind
Impulse	Encroachment Rate				+	-
	Base Rate	Move			Dash	
		Initiative		Move		
			+5=		x2=	m

Lois				
Relationship	Name	Emotion (Positive)	Emotion (Negative)	Titus
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Powers

No	Power	Lv	Timing	Skill	DFCLTY	Target	RNG	Encroach	Restrict	Note
-	Resurrect	1	Auto	-	-	Self	Close	Refer	-	
-	Warding	1	Auto	-	Auto	Scene	View	0	-	
1	Concentrate:	2	Major	Syndrome	-	-		2	-	
2										
3										
4										
5										
6										
7										
8										
9										
10										

Weapon

Item	Type	Skill	Acc.	Act. Power	Guard	RNG	Stock	Notes
Total								

Armor

Item	Type	Dodge	Initiative	Armor	Stock	Notes
Total						

Miscellaneous Items

Item	Type	Skill	Stock	Notes
Total				

Combos

Name	Condition	Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
	Under 100%	Dice	Crit. Value	Atk. Power	Notes			
		+ (Encroach Bonus)						
		Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach
	Above 100%	Dice	Crit. Value	Atk. Power	Notes			
		+ (Encroach Bonus)						
		Combo	Timing	Skill	DFCLTY	Target	RNG	Encroach